AIRHEART ™

I HAVE LOST MY KINGDOM, BUT NOT MY SON. IF HE CAN BE SAVED, SO CAN THE WORLD.

THE STORY OF AIRHEART

Long ago, the grand old King of a high civilization found himself in a war he could not win. Seeking to preserve the hopes of his watery world, he used the last of his power to safeguard his newborn son. And so it was that the infant Prince came to be placed in suspended animation in a glass dome hidden in the widest wastes of the ocean.

The old stories tell of the sleeping Princeling who will one day return to lead his people into a new golden age. They warn of the deadly Robot Defenses left by the ancient King to ensure that the royal Babe can be awakened only by a true hero, one fit to protect a young Prince in a perilous world. And they promise the coming of that hero, who shall be called Airheart, even as they whisper of the three Spirit Guardians who watch over the Prince, first guiding, then mourning the long succession of warriors who have attempted the old King's trials.

Could YOU be the legendary hero who will earn the name of Airheart? You must pilot the jet-sled and defeat ingenious defenses to bring the Spirit Guardians three proofs of fitness—the Sword (strength), the Goblet (generosity), and the Harp (harmony). Only then will you earn the right to fight the final furious battle. And only as the victor may you awaken the sleeping Prince and restore him to his rightful realm.

GETTING STARTED

Put the AIRHEART disk in the drive, label side up. Make sure your joystick is connected and turn on your computer and monitor. The title sequence will be followed by a self-running demo. When you are ready to play, press any key or joystick button to start the game.

CONTROLS

MANEUVERING

The joystick controls the movement of your jet-sled as well as shooting its weaponry. To get a feel for your craft, move the joystick around, without pressing the buttons, and observe how the jet-sled responds.

Holding down button 1 will activate the jets, which will increase your speed and allow the jet-sled to climb or dive. With button 1 held down, leaving the joystick centered will allow the jet-sled to accelerate forward; pulling the joystick back will cause the sled to climb; moving the joystick left and right will turn the sled; and pushing the joystick forward will cause the sled to dive under water.

You can move around under water the same way you can above. To resurface, pull back on the joystick while your jets are on, or simply press button 0.

SHOOTING

When you are above water, pressing button 0 fires your weapon. The range of your shots can be controlled by tilting the sled forward or backward with the joystick.

CONTROL PANEL

At the bottom of the screen you will see the jet-sled's control panel, with its various informational devices. Starting with the leftmost instrument and proceeding to the right, here is an explanation of what each instrument does.

LIFE METER: Indicates how many extra lives you have. A red light will go on for each extra life you earn.

TREASURE COUNTER: Shows which treasures you have successfully retrieved.

COMPASS: When you are above water, the jet-sled's directional heading is displayed. When you are under water, arrows appear directing you to the current combat area.

SLED METER: Indicates how many extra jet-sleds you have earned.

CLOCK: Shows elapsed time in your adventure. Time is a major factor in determining your high score.

STRENGTH

STARTING YOUR ADVENTURE

You start the game at the Home Islands with one life, one jet-sled and instructions from the Spirit Guardians to retrieve a magical item. Each item is held within a Treasury located somewhere across the ocean. To reach the Treasury, follow the bright Glimmer that appears when you shoot the Bubbles emanating from the Home Islands.

FIGHTING THE ROBOTS

You must defeat the various Robot Defenses that surround the white Treasury island before you can enter and retrieve the item. To eliminate the Robots, shoot them and quickly maneuver your sled to "pick up" the small Pod that is left behind when a direct hit is scored. If you wait too long to get the Pod, it will regenerate into a fully functional Robot. When all the Robot Defenses have been eliminated, you can enter the Treasury by bumping your sled up against it.

GOING HOME

To return the item to the Spirit Guardians, find a Green Island and activate its Robot Defenses by hitting the island with a bullet or your sled. All Green Islands will return you to the Home Area. Once you defeat the Robot Defenses, enter the island by bumping it with your sled, and you will emerge at the Exit Island in the Home Area.

THE SLED CHALLENGE

Before returning the item to the Spirit Guardians, you will find three green Glimmers guarded by three Mini-Robots. Maneuvering your sled so that it touches all three glimmers within the time limit will earn you an extra jet-sled. The timer starts when you first touch a Glimmer, so give some thought to your approach, then be quick about it!

Each successive Sled Challenge is guarded by different Mini-Robots. On the first challenge the Mini-Robots will try to bump you away from the Glimmers. The second set of Mini-Robots gobble up the Glimmers on contact. The third set have repeller rays which push your sled away. You can shoot the Mini-Robots, but if you hit a Glimmer, even with a ricochet, the challenge is lost.

RETURNING THE TREASURE

After the Sled Challenge is finished, the Spirit Guardians will be waiting for you at the Home Islands. Anchor your sled on the Glimmer between the islands and the Spirit Guardians will accept the item and bestow upon you an extra life.

FURTHER ADVENTURE

After you've returned the Sword, the Spirit Guardians will ask you to retrieve the Goblet and then the Harp. With each new task you will face increasing numbers of Robots.

RESCUING THE PRINCE

Once you have retrieved all three items, you will have an opportunity to rescue the Princeling. When fighting this final battle, you must defeat all seven Robot types.

BUMPER—Fast and loud, this little guy is always trying to push you around. No danger, nuisance only.

WHOMPER—Its powerful piston punch will shatter your sled on contact.

BUBBLER—What could be more harmless than a few bubbles floating over the sea . . . unless, of course, they can trap and kill you.

SUCKER—Its graceful green funnel creates a vacuum that's particularly lethal to your sled.

SPITTER—Its explosive bullets seem to know where to find you, and when they do, you pay with your life.

FORCER—This one is no threat to life or sled, but its strong repeller rays make approach almost impossible.

ZAPPER—The most dangerous of them all. One touch and you and your sled are lost to its devastating microwave assault.

SPECIAL KEYS

IN DEMO MODE:

CONTROL-H	Display high scores.
CONTROL-C	Clear high scores.

AT ANY TIME:

ESC	Pause. Press any key or button to resume play.
CONTROL-S	Toggle sound on or off.
CONTROL-R	Restart the game.
CONTROL-X	Flip horizontal control on joystick.
CONTROL-Y	Flip vertical control on joystick.
CONTROL-E	Exchange X and Y axes.
CONTROL-B	Exchange joystick buttons.
CONTROL-N	Return to normal joystick settings.
CONTROL-D	During game, return to demo mode.

STRATEGY NOTES

When the sled is under water, the Robot Defenses usually cannot sense or harm you. Of course, you can't harm them either.

If, during a battle, you lose sight of the Treasury, Island or Dome, duck under water and use the compass arrows to reorient yourself. You can then return to the battle and pick up the action where you left off. This technique will also help if you get lost while following a Glimmer, or if you somehow lose your way between the Exit Island and Home Islands.

If you get lost at any point in the game, you can go to any Green Island, activate and defeat its Robot Defenses, and enter the island to return to the Home Area. When you emerge from the Exit Island, shoot a Bubble and follow the Glimmer to where you need to go. However, if you use this procedure during a battle, you will have to begin the battle over again.

High scores are based on the number of tasks you complete, and the amount of time it took you to complete them. If the game ends and you haven't saved the Prince, your score will be based on the time it took to complete your last task.

If you achieve a new high score, a high score roster will appear on the screen at the game's end. You will then be permitted to enter your name or any word up to six characters long next to your score. Press RETURN to save your high score to disk.
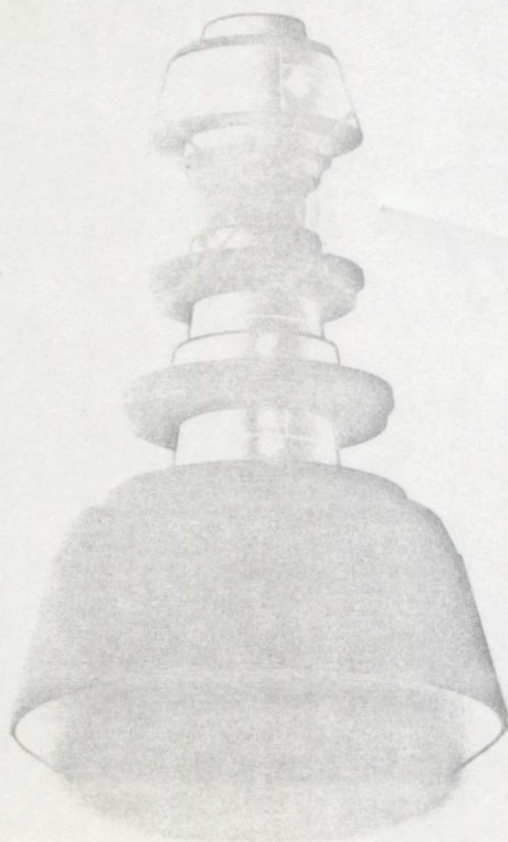
CREDITS

Software Design — Dan Gorlin
Animation and Artwork — Chris Green

Additional Artwork — Pam Stalker and David Bunnett
Sound Design — Dane Bigham
Story Design — David Bunnett

AIRHEART ™

APPLE IIe/IIc
Disk • 128K • 1 Player
Joystick Required
ARCADE ADVENTURE

Brøderbund ˙

AIRHEART

By DAN GORLIN PRODUCTIONS

Broderbund

Bubbling over

THE old king, finding himself in a war that he could not possibly win, put his baby son into suspended animation: Releasing the prince will free the kingdom, and guess who's got to do it?

Luckily, you are guided on your quest by three Spirit Guardians: By returning to them three proofs of fitness you earn the right to fight the final battle and free the prince.

One (or two) of the Spirit Guardians will appear, perched on floating platforms, and tell you which of the proofs you need to bring back. They then disappear, leaving behind a flurry of bubbles.

Shooting a bubble starts your quest. A glimmer shoots off into the distance and you follow it on your jet sled which combines the features of a hovercraft, submarine and jet-plane.

You'll eventually arrive at an island which, needless to say, has its robot defences automatically activated. Shoot a robot and it disintegrates, leaving a pod behind.

> Program: Airheart
> Price: £36.50
> Requirements: 128k Apple IIe, or IIC
> Supplier: Broderbund/MGA, 140 High Street, Tenterden, Kent TN30 6HT.
> Tel: 05806 4278

This must be collected to prevent a fully functional robot regenerating.

Quite easy I hear you say. But what happens if more than one pod is emitted...

However, enough of this defeatist attitude, on with the game.

Once all the robots are destroyed, venture into the island and collect whatever the spirit guardians have requested. But returning is not quite straightforward.

Find a home island, activate and defeat its robot defences and all is well. At this stage there is a chance to earn another sled, after which you'll be confronted by the spirit guardians again.

Hand over the collected item to them, and in return they'll bestow another life on you and tell you to collect the next item in the list...

Control is by joystick and is simplicity itself. Note though that you cannot fire when underwater – trying to to so will lead to unscheduled resurfacing.

Five instrumentation displays at the bottom of the screen, show lives remaining, treasures collected, compass heading, sleds earned and a clock – unfortunately this seemed to stop at 9:59.

The impression given is that there is a time-limit but this is not so. The clock is included to give you the opportunity to develop increasingly higher scores in the early part of the game.

As to your opponents, there are seven robot types to destroy – though only five of them are dangerous to life or sled. Watch out especially for whompers and zappers. The other two are only put there as a nuisance factor.

A very enjoyable game is made even more so by the finer points of the detailed animation – struggling to escape an encapsulating bubble before popping into oblivion, for example, and the odd flick of the head to shake off excess water after being submerged for any length of time.

The graphics generally – double hi-res 3D – are excellent. And although the box displayed a message saying that the program is recommended for use with non-RGB monitors, I had no problem at all with a Micro-Vitec RGB monitor. A colour monitor is certainly preferable, although not essential.

Airheart comes plainly packaged, as is the norm with Broderbund. It's copy-protected, and accompanied by a small but informative booklet on how to play the game.

As an avid fan of shoot-'em-out-of-the-sky arcade games this is definitely one for my collection of favourites.

Andy Brookfield

Monsters and mazes

The Bard's Tale

FANTASY fans have a treat in store – Electronic Arts has re-released The Bard's Tale.

Twice as big as a Wizardry scenario, it lets you use your Wizardry and Ultima characters, as well as introducing 85 new spells.

The Bard's Tale requires 64k, but is optimised to take advantage of 128k if you have it.

Written in assembly language, it's fast, big and features 3D scrolling, full colour mazes and animated monsters.

Available from MGA MicroSystems. Tel: 05806 4278.

Prices: Original Bard's Tale, £17.95; Enhanced, £39.99; Bard's tale II, £44.99.